Michael F. Hillendahl

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summary

Education

B.S., Electrical Engineering
Viterbi School of Engineering
University of Southern California
Class of June 2010

Strengths

Leadership and Teamwork
Technical, Detail-Oriented
Motivated and Quick to Learn
Passionate, Dedicated

About Me

Engineer and Programmer
Enthusiast and Tinkerer
Musician and Performer
Mountaineer and Climber

professional experience

Electronics Engineer

Marshall Electronics (2010-present)

Primary Role
Research, design, develop, and maintain multi-million-line software projects for company flagship product lines

Achievements

Design
- Created custom, modern User Interface for current-generation premium product line
- Designed robust feature-set for latest line of camera-top monitors

Development
- Optimized development time by automating repetitive and time-intensive tasks
- Improved company ability to quickly bring new products to market

Efficiency
- Maximized system reliability and accuracy by rewriting core software components
- Heightened product responsiveness by rewriting and streamlining key software algorithms

Research & Dev
- Broadened industry-awareness by researching competitors and industry trends
- Ensured market relevance by designing robust and relevant features for potential products
- Explored all possibilities by experimenting with many software and hardware samples

Responsibilities

Prototyping
- Conduct systems integration via embedded C; test basic hardware communications
- Verify vendor-advertised capabilities of chosen hardware and software components
- Develop product feature mock-ups and user-interface designs

Refinement
- Finalize design/feature plan, balancing value with projected implementation time
- Write custom software to automate repetitive/time-intensive tasks

Implementation
- Program embedded microprocessors in C; polish chosen feature-set and UI
- Interface with Quality Assurance, develop procedures, optimize artifact resolution

Production
- Develop/document unit preparation procedures, used by testing and production teams

Support
- Implement various new features and hardware, as new products are released
- Implement customer-specific design requests for existing products at short notice
- Reconfigure firmware for compatibility with newer hardware

personal projects

Android Development
Created “Hello World” app for Android device

Work-Related Initiative
Achieved proficiency in Perl, Python, and Ruby
Utilized these skills in work projects
Automated testing, sampling, data analysis, code generation, using above-mentioned tools

Game Development
Used various languages, libraries, environments:
Languages: C, C++, Java, Ruby, Python, Perl, Batch
Libraries: SFML, OpenGL, OpenAL,
Environments: Visual Studio, Code::Blocks, Dev-C++, Oracle, Notepad++, EditRocket

skills

Hands-on

Soldering, Assembly
Woodworking, Metalworking

Equipment

Oscilloscope
Function Generator
Multimeter

Programming

C/C++, Ruby, Perl, Python
VBS, Verilog/VHDL, Spice
Xilinx, L-Edit, Matlab, HMTL
CSS, XML, Java, Javascript